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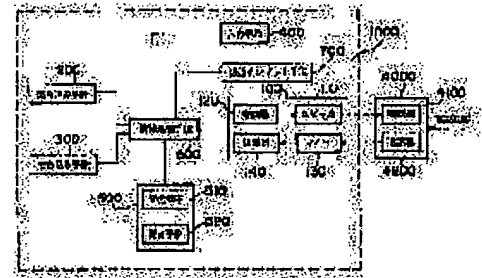
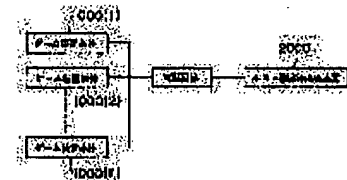
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(54) DEVICE AND SYSTEM FOR CARD GAME

(57)Abstract:

PURPOSE: To exercise a fighting game with an opponent at a remote place, etc., by connecting a game device main body to a communication channel by an acoustic coupler and executing the game by the data of a read card and information received from the communication channel via the acoustic coupler.

CONSTITUTION: This card game system is constituted of the game device main bodies 1000(1)–1000(n) and a host side arithmetic processor 2000 connected via the communication channel such as a telephone line, etc., and an acoustic coupler means 100 connects the game device main body 1000 to the communication channel such the telephone line, etc. A reading means 200 reads data recorded on a magnetic card, and a write means 300 stores the data in the magnetic card. An input means 400 inputs the response of a user, and a display means 500 displays the progressive situation of the game, and an arithmetic processing means 600 executes the game by the data in the magnetic card read by the reading means 200 and the information inputted from the telephone line via the acoustic coupler means 100.



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CLAIMS

[Claim(s)]

[Claim 1] The acoustic-coupler means for connecting the body of game equipment which can read the card with which data were recorded, this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, It consists of a data-processing means for performing a game from the information inputted from said communication line through the data and said acoustic-coupler means of said card read with said reading means. Card game equipment characterized by displaying the progress situation of a game on said display means based on a response of the user from said input means.

[Claim 2] The communication link modem means for connecting the body of game equipment which can read the card with which data were recorded, this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, It consists of a data-processing means for performing a game from the information inputted from said communication line through the data and said communication link modem means of said card read with said reading means. Card game equipment characterized by displaying the progress situation of a game on said display means based on a response of the user from said input means.

[Claim 3] The acoustic-coupler means or communication link modem means for connecting the body of game equipment which can read the card with which data were recorded, this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, The data-processing means for performing a game from the information inputted from said communication line through the data, said acoustic-coupler means, or communication link modem means of said card read with said reading means, Card game equipment characterized by consisting of a write-in means for writing data in said card based on the activation result of this game, and displaying the progress situation of a game on said display means based on a response of the user from said input means.

[Claim 4] Card game equipment according to claim 1 to 3 which the display means consists of two or more light emitting devices and pronunciation means, and is constituted so that a reading means may read the recognition signal corresponding to the character currently printed by the card-face side.

[Claim 5] It is the card game system which consists of host side processing units connected with the body of game equipment which can read the card with which data were recorded, and this body of game equipment through communication lines, such as the telephone line. The acoustic-coupler means or communication link modem means for connecting communication lines, such as the telephone line, to said body of game equipment, The reading means for reading the data recorded on said card, and the input means for inputting a user's response, The data-processing means for performing a game is formed from the information inputted from said communication line through the display means which shows the progress situation of a game, and the data, said acoustic-coupler means or communication link modem means of said card read with said reading means. This data-processing means The data of said card read with said reading means are sent out to said host side processing unit. Said host side processing unit Based on the data of said inputted card, specific game processing is started and information is sent out to said body of game equipment. The data-processing means of this body of game equipment The card game system which displays reception and the progress situation of a game on said display means for the information processed with said host side processing unit while sending out a response of the user from an input means to said host side processing unit and which is constituted like.

[Claim 6] It is the card game system according to claim 5 which has become selectable about the body of game equipment which performs communication, and is constituted possible [game activation] among two or more

bodies of game equipment through a host side processing unit out of two or more connected bodies of game equipment based on the data of said card with which two or more bodies of game equipment are connected to the host side processing unit through communication lines, such as the telephone line, and the host side processing unit was sent out from the body of game equipment.

[Claim 7] The card game system according to claim 5 to 6 constituted so that the display means may consist of two or more light emitting devices and pronunciation means, a reading means may be constituted so that the recognition signal and the numeric data corresponding to the character currently printed by the card-face side may be read, the write-in means for writing data in a card is formed in the body of game equipment based on the activation result of a game and the numeric data of said card may rewrite by the activation result of a game.

[Claim 8] It is the card game system according to claim 5 to 6 constituted by the display means' consisting of two or more light emitting devices and pronunciation means, and constituting the reading means so that the recognition signal corresponding to the character currently printed by the card-face side may be read so that a host side processing unit may memorize the activation result of a game.

[Claim 9] The card game system according to claim 5 to 8 by which the game program chosen as a host side processing unit by the recognition signal corresponding to the character currently printed by the card-face side sent out from the body of game equipment is memorized.

[Claim 10] The card game system according to claim 5 to 8 by which the game program chosen as the data-processing means of the body of game equipment by the recognition signal corresponding to the character currently printed by the card-face side is memorized.

[Claim 11] The acoustic-coupler means for connecting the body of game equipment, this body of game equipment, and communication lines, such as the telephone line, The numerical input means for connecting with said body of game equipment, and inputting numeric data, The input means for inputting a user's response, and the display means which shows the progress situation of a game, Game equipment characterized by consisting of a data-processing means for performing a game from the information inputted from said communication line through said acoustic-coupler means, and displaying the progress situation of a game on said display means based on a response of the user from said input means.

[Claim 12] The communication link modem means for connecting the body of game equipment, this body of game equipment, and communication lines, such as the telephone line, The numerical input means for connecting with said body of game equipment, and inputting numeric data, The input means for inputting a user's response, and the display means which shows the progress situation of a game, Game equipment characterized by consisting of a data-processing means for performing a game from the information inputted from said communication line through said communication link modem means, and displaying the progress situation of a game on said display means based on a response of the user from said input means.

[Claim 13] Game equipment according to claim 11 to 12 with which the display means consists of two or more light emitting devices and pronunciation means.

[Claim 14] It is the card game system which consists of host side processing units connected with the body of game equipment, and this body of game equipment through communication lines, such as the telephone line. The acoustic-coupler means or communication link modem means for connecting communication lines, such as the telephone line, to said body of game equipment, The numerical input means for inputting numeric data, and the input means for inputting a user's response, The display means which shows the progress situation of a game, and the data-processing means for performing a game from the information inputted from said communication line through said acoustic-coupler means or the communication link modem means are formed. This data-processing means sends out the data inputted into the numerical input means to said host side processing unit. Said host side processing unit Based on the data inputted into the numerical input means, specific game processing is started and information is sent out to said body of game equipment. The data-processing means of this body of game equipment The game system which displays reception and the progress situation of a game on said display means for the information processed with said host side processing unit while sending out a response of the user from an input means to said host side processing unit and which is constituted like.

[Translation done.]

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DETAILED DESCRIPTION

[Detailed Description of the Invention]**[0001]**

[Industrial Application] With respect to the game equipment and the game system using a card, especially, it connects with a host computer using the telephone line etc., and this invention relates to the game equipment and the game system which can perform others, a battle game, etc. of a remote place.

[0002] Furthermore, while being able to start a specific game with the recognition signal corresponding to the character printed by the card and changing numeric data (life point) by the game result, it is related with the game equipment and the game system which can make data, such as a card or a host computer, update.

[0003]

[Description of the Prior Art] By innovative advance of an electronic technique in recent years, various kinds of electronic games appear and especially the TV game has spread explosively. These TV games can use ROM and CD of dedication, and can enjoy a game now.

[0004] Furthermore, in recently, when the game machine using the card with which the popular character was printed is calling popularity and can purchase a card comparatively cheaply, since the popular character is printed, it is a hot-selling product not only Japan but overseas.

[0005]

[Problem(s) to be Solved by the Invention] However, even when the above-mentioned conventional electronic game served as the format that a game person faces a game machine by one person, fundamentally and two or more game persons performed a game simultaneously, usually the game was enjoyed using one set of a game machine.

[0006] Therefore, in the general usage, the number of game persons was one, and when the long duration game was performed or the activity experience of a video game machine became a long period of time, they had the trouble of being tormented by the solitary feeling. Although existence of the other party especially increased the interest of a game by the fighting game and it could be enjoyed more thrillingly, when only the game machine was a partner, there was a trouble that a game was easy to get tired of becoming monotonous.

[0007] Although two or more input means could be connected to one more set of a game machine and it could also be enjoyed by two or more persons, it did not necessarily restrict that the friends who have game participation carried out together gathered, but there was a trouble that it could never ask for the suitable other party.

[0008] Therefore, the telephone line etc. was used and an appearance of the game equipment which can perform the other party etc. and the fighting game of the remoteness which is not visible, and a game system was desired strongly.

[0009]

[Means for Solving the Problem] The body of game equipment which can read the card with which this invention was thought out in view of the above-mentioned technical problem, and data were recorded, The acoustic-coupler means for connecting this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, It consists of a data-processing means for performing a game from the information inputted from said communication line through the data and said acoustic-coupler means of said card read with said reading means. Based on the response of the user from said input means, it is characterized by displaying the progress situation of a game on said display means.

[0010] Moreover, the body [this invention] of game equipment which can read the card with which data were recorded, The communication link modem means for connecting this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected

to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, It consists of a data-processing means for performing a game from the information inputted from said communication line through the data and said communication link modem of said card read with said reading means. Based on the response of the user from said input means, it is characterized by displaying the progress situation of a game on said display means. [0011] Furthermore, the body [this invention] of game equipment which can read the card with which data were recorded, The acoustic-coupler means or communication link modem means for connecting this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, The data-processing means for performing a game from the information inputted from said communication line through the data, said acoustic-coupler means, or communication link modem means of said card read with said reading means, It consists of a write-in means for writing data in said card based on the activation result of this game, and is characterized by displaying the progress situation of a game on said display means based on the response of the user from said input means.

[0012] And the display means consists of two or more light emitting devices and pronunciation means, and a reading means can also constitute this invention so that the recognition signal corresponding to the character currently printed by the card-face side may be read.

[0013] Moreover, the body [the card game system of this invention] of game equipment which can read the card with which data were recorded, It is the card game system which consists of host side processing units connected with this body of game equipment through communication lines, such as the telephone line. On said body of game equipment The acoustic-coupler means or communication link modem means for connecting communication lines, such as the telephone line, The reading means for reading the data recorded on said card, and the input means for inputting a user's response, The data-processing means for performing a game is formed from the information inputted from said communication line through the display means which shows the progress situation of a game, and the data, said acoustic-coupler means or communication link modem means of said card read with said reading means. This data-processing means The data of said card read with said reading means are sent out to said host side processing unit. Said host side processing unit Based on the data of said inputted card, specific game processing is started and information is sent out to said body of game equipment. The data-processing means of this body of game equipment While sending out a response of the user from an input means to said host side processing unit, the appearance displayed on said display means constitutes the information processed with said host side processing unit in reception and the progress situation of a game.

[0014] The card game system of this invention and to a host side processing unit Two or more bodies of game equipment are connected through communication lines, such as the telephone line. A host side processing unit Based on the data of said card sent out from the body of game equipment, out of two or more connected bodies of game equipment, it has become selectable and the body of game equipment which performs communication can be constituted possible [game activation] among two or more bodies of game equipment through a host side processing unit.

[0015] Moreover, the display means consists of two or more light emitting devices and pronunciation means, a reading means is constituted so that the recognition signal and the numeric data corresponding to the character currently printed by the card-face side may be read, the write-in means for writing data in a card is formed in the body of game equipment based on the activation result of a game, and the card game system of this invention can constitute so that the numeric data of said card may rewrite by the activation result of a game.

[0016] Furthermore, the display means consists of two or more light emitting devices and pronunciation means, the card game system of this invention is constituted so that a reading means may read the recognition signal corresponding to the character currently printed by the card-face side, and a host side processing unit can also be constituted so that the activation result of a game may be memorized.

[0017] And the game program chosen as the host side processing unit of the card game system of this invention by the recognition signal corresponding to the character currently printed by the card-face side sent out from the body of game equipment is also memorizable.

[0018] Moreover, the game program chosen as the data-processing means of the body of game equipment of the card game system of this invention by the recognition signal corresponding to the character currently printed by the card-face side is also memorizable.

[0019] And an acoustic-coupler means for the game equipment of this invention to connect the body of game equipment, this body of game equipment, and communication lines, such as the telephone line, The numerical input means for connecting with said body of game equipment, and inputting numeric data, The input means for inputting a user's response, and the display means which shows the progress situation of a game, It consists of a

data-processing means for performing a game from the information inputted from said communication line through said acoustic-coupler means, and is characterized by displaying the progress situation of a game on said display means based on the response of the user from said input means.

[0020] Furthermore, the game equipment of this invention can be replaced with an acoustic-coupler means, and a communication link modem can also be used for it.

[0021] Moreover, a display means can also constitute the game equipment of this invention from two or more light emitting devices and pronunciation means.

[0022] And the game system of this invention is a card game system which consists of host side processing units connected with the body of game equipment, and this body of game equipment through communication lines, such as the telephone line. The acoustic-coupler means or communication link modem means for connecting communication lines, such as the telephone line, to said body of game equipment, The numerical input means for inputting numeric data, and the input means for inputting a user's response, The display means which shows the progress situation of a game, and the data-processing means for performing a game from the information inputted from said communication line through said acoustic-coupler means or the communication link modem means are formed. This data-processing means sends out the data inputted into the numerical input means to said host side processing unit. Said host side processing unit Based on the data inputted into the numerical input means, specific game processing is started and information is sent out to said body of game equipment. The data-processing means of this body of game equipment While sending out a response of the user from an input means to said host side processing unit, the information processed with said host side processing unit can also be constituted in the appearance which displays reception and the progress situation of a game on said display means.

[0023]

[Function] As for this invention constituted as mentioned above, an acoustic-coupler means connects the body of game equipment, and communication lines, such as the telephone line. Read and a means reads the data which were connected to the body of game equipment and which were recorded on the card. An input means inputs a user's response and a display means shows the progress situation of a game. A game is performed from the information as which the data-processing means was inputted from the communication line through the data and the acoustic-coupler means of a card which were read with the reading means, and a display means displays the progress situation of a game based on a response of the user from an input means.

[0024] Moreover, a communication link modem means can connect the body of game equipment, and communication lines, such as the telephone line, and this invention can also perform a game from the information as which the data-processing means was inputted from the communication line through the data and the communication link modem means of a card which were read with the reading means.

[0025] Furthermore, based on the activation result of a game, as for this invention, a write-in means can also write in data to a card.

[0026] And as for this invention, a display means can also read the recognition signal corresponding to the character in which it consists of two or more light emitting devices and pronunciation means, and the reading means is printed by the card-face side.

[0027] Moreover, the body [the card game system of this invention] of game equipment which can read the card with which data were recorded, It consists of host side processing units connected through communication lines, such as the telephone line. The acoustic-coupler means or communication link modem means of the body of game equipment connects communication lines, such as the telephone line. Read the data with which the reading means was recorded on the card, and an input means inputs a user's response. A display means shows the progress situation of a game and a data-processing means performs a game from the information inputted from the communication line through the data, acoustic-coupler means, or communication link modem means of a card read with the reading means. A data-processing means sends out the data of the card read with the reading means to a host side processing unit. A host side processing unit Based on the data of the inputted card, specific game processing is started and information is sent out to the body of game equipment. The data-processing means of the body of game equipment While sending out a response of the user from an input means to a host side processing unit, reception and a display means display the progress situation of a game for the information processed with the host side processing unit.

[0028] And the card game system of this invention connects two or more bodies of game equipment to a host side processing unit through communication lines, such as the telephone line, a host side processing unit can choose the body of game equipment which performs communication from two or more connected bodies of game equipment, and game activation can also be carried out among two or more bodies of game equipment through a host side processing unit based on the data of the card sent out from the body of game equipment.

[0029] Moreover, the display means consists of two or more light emitting devices and pronunciation means, the

reading means is constituted so that the recognition signal and the numeric data corresponding to the character currently printed by the card-face side may be read, the write-in means formed in the body of game equipment can write data in a card based on the activation result of a game, and the card game system of this invention can also rewrite the numeric data of a card by the activation result of a game.

[0030] Furthermore, the display means consists of two or more light emitting devices and pronunciation means, the card game system of this invention can read the recognition signal corresponding to the character in which the reading means is printed by the card-face side, and a host side processing unit can also memorize the activation result of a game.

[0031] And the host side processing unit of the card game system of this invention can also memorize the game program chosen by the recognition signal corresponding to the character currently printed by the card-face side sent out from the body of game equipment.

[0032] Moreover, the data-processing means of the body of game equipment of the card game system of this invention can also memorize the game program chosen by the recognition signal corresponding to the character currently printed by the card-face side.

[0033] And as for this invention, an acoustic-coupler means connects the body of game equipment, and communication lines, such as the telephone line. The numerical input means connected to the body of game equipment inputs numeric data. An input means inputs a user's response and a display means shows the progress situation of a game. A data-processing means can perform a game from the information inputted from the communication line through the acoustic-coupler means, and can display the progress situation of a game on a display means based on a response of the user from an input means.

[0034] Furthermore, the game equipment of this invention can be replaced with an acoustic-coupler means, and a communication link modem means can also be used for it.

[0035] Moreover, the game equipment of this invention can also constitute a display means from two or more light emitting devices and pronunciation means.

[0036] And the game system of this invention consists of a host side processing unit connected with the body of game equipment through communication lines, such as the telephone line. The acoustic-coupler means or communication link modem means formed in said body of game equipment Connect communication lines, such as the telephone line, and a numerical input means inputs numeric data. An input means inputs a user's response and a display means displays the progress situation of a game. A game is performed from the information as which the data-processing means was inputted from the communication line through the acoustic-coupler means or the communication link modem means. A data-processing means sends out the data inputted into the numerical input means to a host side processing unit. A host side processing unit Based on the data inputted into the numerical input means, specific game processing is started and information is sent out to the body of game equipment. The data-processing means of the body of game equipment While sending out a response of the user from an input means to a host side processing unit, reception and the progress situation of a game are displayed for the information processed with the host side processing unit on a display means.

[0037]

[Example]

[0038] The example of the card game system of this invention is explained based on a drawing. As shown in drawing 1, the card game system of this example is the body 1000 of game equipment (1), and 1000 (2)... It consists of 1000 (n) and a host side processing unit 2000 connected through communication lines, such as the telephone line.

[0039] In this example, the body 1000 of n game equipments is connected to the host side processing unit 2000 through the telephone line. A communication line may be the usual telephone line and can also use digital channels, such as a specific circuit and ISDN, further.

[0040] the host computer with which the host side processing unit 2000 consisted of information processors of a personal computer, a minicomputer, a workstation, a general-purpose computer, and others -- it is -- a communication link modem -- mounting *****. In addition, the communication link modem is simultaneously constituted possible [arrival of the mail] in two or more telephones, and the host side processing unit 2000 is also simultaneously constituted by interruption processing, the multitask operation, etc. possible [response processing] to two or more telephones. Moreover, the proper external memory means etc. is connected to the host side processing unit 2000, and information, data, a program, etc. are stored.

[0041] Next, based on drawing 2, the configuration of the body 1000 of game equipment is explained.

[0042] The acoustic-coupler means 100 for the body 1000 of game equipment to connect the body 1000 of game equipment, and communication lines, such as the telephone line, The reading means 200 for reading the data recorded on the magnetic card 3000, The write-in means 300 for making data memorize to a magnetic card 3000, The input means 400 for inputting a user's response, and the display means 500 which shows the progress

situation of a game, It consists of data-processing means 600 for performing a game from the information inputted from the telephone line through the data and the acoustic-coupler means 100 of a magnetic card 3000 which were read with the reading means 200.

[0043] The acoustic-coupler means 100 consists of the loudspeaker 110, a modulator 120, a microphone 130, and a demodulator 140.

[0044] Combine the acoustic-coupler means 100 with the telephone 4000 connected to the telephone line, it makes the earphone 4100 of telephone 4000, and the loudspeaker 110 of the acoustic-coupler means 100 counter, and makes the telephone transmitter 4200 of telephone 4000, and the microphone 130 of the acoustic-coupler means 100 counter.

[0045] Therefore, it becomes irregular with a modulator 120 and the signal sent out from the data-processing means 600 is outputted as voice from a loudspeaker 110. This output sound is inputted into the earphone 4100 of telephone 4000, and the telephone line is transmitted to it. Moreover, the sound signal sent by the telephone line is outputted as voice from a telephone transmitter 4200, is changed into an electrical signal with the microphone 130 of the acoustic-coupler means 100, and is sent out to the data-processing means 600 through a demodulator 140.

[0046] The reading means 200 is for reading the data memorized by the magnetic card 3000. In this example, since the magnetic card is used for a magnetic card 3000, the magnetic reading means is adopted.

[0047] The write-in means 300 is for writing data in a magnetic card 3000.

[0048] The input means 400 is for inputting a response of the user at the time of game activation. The input means 400 of this example consists of two or more electric switches, and if a predetermined carbon button is pushed, it is constituted by the appearance as which a control signal is inputted into the data-processing means 600.

[0049] The display means 500 consists of two or more light emitting devices 510 and pronunciation means 520, and is for displaying the progress situation of a game. The proper light emitting device driving means is built in, and a light emitting device 510 can make the predetermined light emitting device 510 emit light based on the driving signal from the data-processing means 600. Consequently, a user can catch the progress situation of a game visually. Moreover, the pronunciation means 520 is for generating a sound effect etc. based on the driving signal from the data-processing means 600.

[0050] The data-processing means 600 is a control unit containing CPU, and manages control of the body of game equipment 1000 whole.

[0051] Next, a magnetic card 3000 is explained.

[0052] And drawing 3 is drawing showing the magnetic card 3000 used for the body 1000 of game equipment of this example, and consists of polyethylene terephthalate (PET), rigid polyvinyl chloride (PVC), paper, etc. The magnetic card 3000 of this example is formed from polyethylene terephthalate (PET), and the magnetic-recording object is formed all over the rear-face surface section. In addition, although the magnetic-recording object is formed in the whole rear-face section, a magnetic-recording object can also be made to form in a part in this example.

[0053] The recognition signal for identifying a magnetic card 3000 is repeatedly recorded on this magnetic-recording section once or more. This recognition signal is formed from several 10-bit signal, and if electrically identifiable, electrical signals of which format, such as a pulse signal, can be used for it. And the same thing is recorded repeatedly, and to one sheet of a magnetic card 3000, this recognition signal is constituted as the recognition signal is included once [at least] or more. In addition, a recognition signal can include a start bit and an end bit, and can also be constituted in the appearance which makes a recognition signal extract from a continuous signal.

[0054] That is, if the magnetic-recording section formed in the magnetic card 3000 is recordable to 200 bits, it can record a recognition signal 100 bits or less.

[0055] And the recognition signal memorized by the magnetic-recording section of a magnetic card 3000 can identify the "character" printed by the front face of a magnetic card 3000 by corresponding to the "character" printed by the front face of a magnetic card 3000, and reading a recognition signal.

[0056] The reading means 200 of this example is for reading the recognition signal and data which are recorded on the magnetic-recording section of a magnetic card 3000. After reading the electrical signal from a reading head and amplifying with amplifier, the reading means 200 of this example detects a peak in a differential circuit, and it is constituted so that this detecting signal may be changed and written in pulse shape in a waveform shaping circuit and the same pulse train as a pulse may be reproduced. In addition, if reading of the data currently recorded on the magnetic-recording section of a magnetic card 3000 is possible, which magnetic reading means is employable.

[0057] Moreover, the write-in means 300 is for recording data on the magnetic-recording section of a magnetic

card 3000. In this example, data are recorded by F2F (FM) modulation to the magnetic-recording section of a magnetic card 3000. That is, it is the method which compounds and records data and a clock on the same track. [0058] Therefore, it writes in, and it recovers from a clock and data to FM signal, and a means 300 is changed into the current of positive/negative amphipathy with write-in amplifier, and it is constituted so that a write-in head may be driven.

[0059] In addition, the recording method of the write-in means 300 is not restricted to F2F (FM) modulation, and NRZI and other methods can be used for it. Therefore, if the write-in means 300 can record data on the magnetic-recording section of a magnetic card 3000, which write-in means 300 can be used for it.

[0060] Moreover, in this example, the magnetic-card reader/writer with which it wrote in with the reading means 200, and the means 300 was united is adopted.

[0061] Next, an operation of this example is explained.

[0062] After a user uses telephone 4000 and checks the answer tone of a call and the host side processing unit 2000 for the host side processing unit 2000 first, the acoustic-coupler means 100 and telephone 4000 of the body 1000 of game equipment are connected.

[0063] And if a user reads a magnetic card 3000 and inserts in a means 200, the recognition signal applicable to the "character" currently printed by the magnetic card 3000 will be read, and it will be sent out to the data-processing means 600.

[0064] Next, the data-processing means 600 puts the sound signal which corresponds to a recognition signal through the acoustic-coupler means 100 on the telephone line, and sends out the signal for identifying the "character" to the host side processing unit 2000.

[0065] The host side processing unit 2000 identifies the "character", and the game program corresponding to this "character" is read from storage, and it performs it. Furthermore, the host side processing unit 2000 connects the body 1000 of game equipment through the host side processing unit 2000, when it judges whether the body 1000 of game equipment which chose mutually the "character" in which a game is possible is connected and it is judged that a game is possible.

[0066] That is, if a user answers a game from the input means 400, the response control signal will be generated by the data-processing means 600 of the body 1000 of game equipment, and the response control signal will be sent to the host side processing unit 2000 through the acoustic-coupler means 100. And game processing is performed by the host side processing unit 2000, and the status information of a game lets the telephone line pass, and is sent to each body 1000 of game equipment.

[0067] And each body 1000 of game equipment makes a light emitting device 510 drive so that the status information sent from the host side processing unit 2000 may be inputted into the data-processing means 600 and the progress situation of a game can recognize it visually. Moreover, the voice corresponding to the "character" can also be produced from the pronunciation means 520.

[0068] Consequently, the body 1000 of two game equipments can perform a battle game etc. mutually through the telephone line.

[0069] In addition, numeric data, such as the "life point", can also be stored in a magnetic card 3000. In this case, a game can also be terminated, when read the "life point" from the reading means 200, the "life point" is made to fluctuate with progress of a game and the "life point" of one of game persons becomes zero. Furthermore, it is also possible to send out the "life point" of a victor to the body 1000 of game equipment by the side of a victor, and for the data-processing means 600 to write it in from the host side processing unit 2000, and to write in numeric data, such as the "life point" etc. which was made to drive a means 300 and was updated by the magnetic card 3000.

[0070] In addition, in this example, although the acoustic-coupler means 100 is adopted as connection between the body 1000 of game equipment, and the telephone line, a communication link modem can also be used.

[0071] Furthermore, although the above-mentioned example showed the configuration which connects the body 1000 of two game equipments through the host side processing unit 2000, to the case of the other party not being connected, host side processing unit 2000 itself is able to make it the configuration which simulates the other party.

[0072] Moreover, not only two sets but three sets or more of the bodies 1000 of game equipment are also connectable through the host side processing unit 2000.

[0073] And although it consists of this examples so that the game program chosen by the recognition signal corresponding to the "character" currently printed by the front face of the magnetic card 3000 sent out from the body 1000 of game equipment may be memorized to the host side processing unit 2000, the storage means within the data-processing means 600 of the body 1000 of game equipment can also be made to memorize. In this case, only various control signals will be transmitted and received with the host side processing unit 2000.

[0074] In addition, a user's data-logging section can be formed in the host side processing unit 2000, and

numeric data, such as the "life point", can also be made to memorize. In this case, it is also possible to omit the write-in means 300 to a magnetic card 3000, since it is not necessary to necessarily carry out updating record of the life point.

[0075] Moreover, although the card of this example is using the magnetic card 3000, a memory card, an IC card, a floppy disk, etc. can also be used, without not necessarily restricting to a magnetic card. Therefore, which thing can be used for it if the card of this example can memorize data.

[0076] Furthermore, the numerical input means 700 which consisted of ten keys etc. can be connected to the data-processing means 600, and a recitation number etc. can also be made to input from a user. By sending out numeric data, such as this recitation number, to the host side processing unit 2000, it is replaceable with an entry of data from the reading means 200.

[0077] Next, the application which applied this invention to the "battle game" is explained.

[0078] As this application is shown in drawing 4, the acoustic-coupler means 100 is formed in the top-face section of the body 1000 of game equipment, and the input means 400 formed from two push buttons 410 and 420 is connected. This push button 410 is a carbon button for an attack, and a push button 420 is a carbon button for defense.

[0079] And the card reader / writer 250 which wrote in with the reading means 200 and served as the means 300 are formed in the body 1000 of game equipment.

[0080] Moreover, the light emitting devices 510 and 510 which consist of five LED lamps are formed in the body 1000 of game equipment, and in JIGETA is constituted. Extent of attack ***** of a "battle" can also be displayed with the display means 500 which consists of this in JIGETA. Furthermore, the loudspeaker 521 equivalent to the pronunciation means 520 is attached, and the voice equivalent to the "character" printed by the magnetic card 3000 can be uttered.

[0081] Next, as shown in drawing 5, various kinds of characters are printed by the front face of the magnetic card 3000 used for this application, and the magnetic-recording section is formed in the rear face. The recognition signal corresponding to each character is recorded on this magnetic-recording section.

[0082] This data is data, such as for example, the life point, the offense point, the defense point, goodness of its luck, and nimbleness. The life point is a life value, and if this is lost, it will become defeat here. In addition, the point increases by winning a game. The offense point shows an attack value and it has such powerful arms that a figure is large. Moreover, the defense point shows a defense value and it has such an advanced guard that a figure is large. Furthermore, goodness of its luck is a probability which fends off an enemy's attack, and nimbleness is the probability to add an enemy congenial dealing. In addition, the highest point is set to these points and a point rise is carried out rather than the highest point.

[0083] An operation of this application constituted as mentioned above is explained.

[0084] A user telephones first the telephone number indicated by the magnetic card 3000 using telephone 4000. If a telephone leads, the host side processing unit 2000 is called and the answer tone of the host side processing unit 2000 can be checked. A user connects the acoustic-coupler means 100 and telephone 4000 of the body 1000 of game equipment here.

[0085] And the recognition signal with which he corresponds to the "character" currently printed by the magnetic card 3000 if a user inserts a magnetic card 3000 in a card reader / writer 250 is read, and a recognition signal is sent to the host side processing unit 2000 through the acoustic-coupler means 100.

[0086] In the host side processing unit 2000, a corresponding game program is started based on the signal for identifying the "character" sent from the body 1000 of game equipment.

[0087] furthermore, the host side processing unit 2000 -- "a battle" -- the possible other party's body 1000 of game equipment -- connecting -- two or more sets of the bodies 1000 of game equipment -- the host side processing unit 2000 -- minding -- "a battle game" -- it connects electrically possible and a game is started.

[0088] A user operates the input means 400 formed from two push buttons 410 and 420, an attack, defense, or an item is determined, and each other character fights according to directions. That is, while sending out a response of the user from the input means 400 to the host side processing unit 2000, the information on game processing is sent out from the host side processing unit 2000 to the body 1000 of game equipment.

[0089] And the body 1000 of game equipment blinks the light emitting devices 510 and 510 which consist of five LED lamps based on the information on the game processing sent from the host side processing unit 2000, displays extent of attack ***** of a "battle", and utters the voice which is equivalent to the "character" from a loudspeaker 521.

[0090] If a point rise is in this game, the host side processing unit 2000 memorizes the rise point, sends out the data corresponding to the body 1000 of game equipment, makes a card reader / writer 250 drive, and can carry out renewal of modification of the data of a card 3000. In addition, in a point down, renewal of modification of the data of a card 3000 can be carried out similarly.

[0091] In addition, if it loses once, it can also be made 2 times and the magnetic card 3000 which cannot be used and which cannot be used with 2 times if the data of a magnetic card 3000 are changed like or it loses 3 times.

[0092] And a game will be ended if the life point serves as zero. A game result can be displayed by in JIGETA which consists of light emitting devices 510 and 510, or can also generate a termination sound from the loudspeaker 521 equivalent to the pronunciation means 520.

[0093] Moreover, specific "characters" can also constitute possible [a battle] and they can also constitute what kind of the "characters" possible [a battle] further.

[0094] Next, it replaces with the card reader / writer 250 which wrote in with the reading means 200 of the above-mentioned example, and served as the means 300, and the modification which used the ten key 260 is explained.

[0095] The acoustic-coupler means 100 for connecting the body 1000 of game equipment, and communication lines, such as the telephone line, as the game equipment of this modification is shown in drawing 6 , The input means 400 for inputting a user's response, and the display means 500 which shows the progress situation of a game, It consists of a data-processing means 600 for performing a game from the information inputted from the telephone line through the data and the acoustic-coupler means 100 of a magnetic card 3000 which were read with the reading means 200, and a numerical input means 700 for inputting numeric data.

[0096] In this modification, the ten key 710 as shown in the numerical input means 700 at drawing 7 is used.

[0097] In this modification constituted as mentioned above, a user inputs the recitation number currently printed by the card from a ten key 710, and the data-processing means 600 sends it out to the host side processing unit 2000 through the acoustic-coupler means 100. The host side processing unit 2000 can perform the game program corresponding to the data inputted from the ten key 710.

[0098] Since this modification constituted as mentioned above can perform a game, without using the card reader / writer 250 which wrote in with the reading means 200 and served as the means 300, it can aim at reduction of cost.

[0099] Moreover, even if it is the method which forms insertion opening for inserting a card in the body 1000 of game equipment, and is manually inputted from a ten key 710, it is possible to also make an ambient atmosphere which makes a card read brew.

[0100] And since other configurations, an operation, etc. are the same as that of an above-mentioned example, they omit explanation.

[0101]

[Effect] The body [this invention constituted as mentioned above] of game equipment which can read the card with which data were recorded, The acoustic-coupler means or communication link modem for connecting this body of game equipment, and communication lines, such as the telephone line, The reading means for reading the data which were connected to said body of game equipment, and were recorded on said card, The input means for inputting a user's response, and the display means which shows the progress situation of a game, It consists of a data-processing means for performing a game from the information inputted from said communication line through the data, said acoustic-coupler means, or communication link modem of said card read with said reading means. Since it is constituted by the appearance which displays the progress situation of a game on said display means based on the response of the user from said input means By making it connect with the telephone line, a remote partner, a remote battle game, etc. can be performed and there is effectiveness which stood high that the game equipment with which it is full of presence can be offered.

[0102] Moreover, the body [the card game system of this invention] of game equipment which can read the card with which data were recorded, It is the card game system which consists of host side processing units connected with this body of game equipment through communication lines, such as the telephone line. A data-processing means The data of said card read with the reading means are sent out to said host side processing unit. Said host side processing unit Based on the data of said inputted card, specific game processing is started and information is sent out to said body of game equipment. The data-processing means of this body of game equipment While sending out a response of the user from an input means to said host side processing unit Since it is constituted like, it is effective in the ability to connect two or more sets of terminal game machines by the telephone line etc., and develop the other party who displays reception and the progress situation of a game on said display means for the information processed with said host side processing unit and who is not seen, and a thrilling game.

[0103] Furthermore, since it is necessary to replace this invention with the reading means 200, the numerical input means 700 for inputting numeric data can also be used for it and expensive card reader/writer do not need to be used for it in this case, it is effective in the ability to aim at a cost cut.

[0104]

[Translation done.]

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is drawing showing the card game system configuration which is the example of this invention.

[Drawing 2] It is drawing explaining the configuration of the body 1000 of game equipment of this example.

[Drawing 3] It is drawing showing the magnetic card 3000 of this example.

[Drawing 4] It is the perspective view showing the appearance of the application of this example.

[Drawing 5] It is drawing showing the magnetic card 3000 used for the application of this example.

[Drawing 6] It is drawing explaining the configuration of the body 1000 of game equipment of the modification of this invention.

[Drawing 7] It is the perspective view showing the appearance of the body 1000 of game equipment of this modification.

[Description of Notations]

1000 Body of Game Equipment

2000 Host Side Processing Unit

3000 Magnetic Card

4000 Telephone

100 Acoustic-Coupler Means

200 Reading Means

300 Write-in Means

400 Input Means

500 Display Means

510 Light Emitting Device

520 Pronunciation Means

600 Data-Processing Means

700 Numerical Input Means

710 Ten Key

[Translation done.]

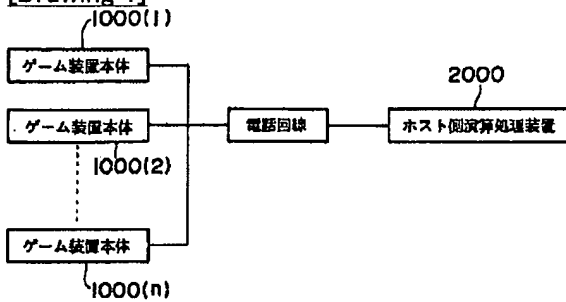
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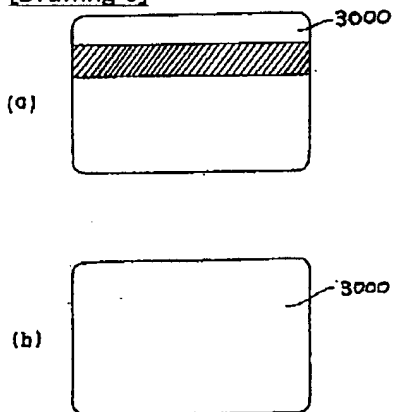
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DRAWINGS

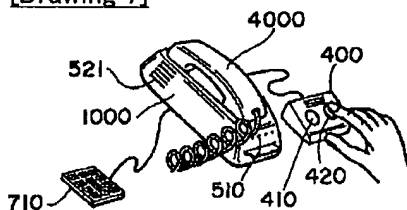
[Drawing 1]



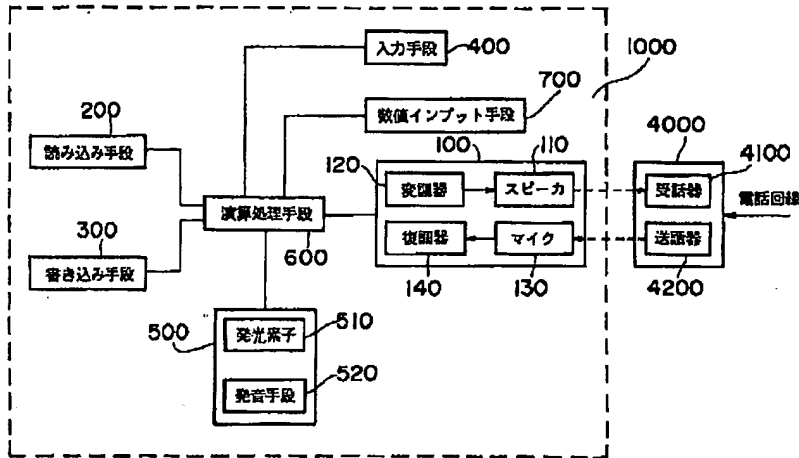
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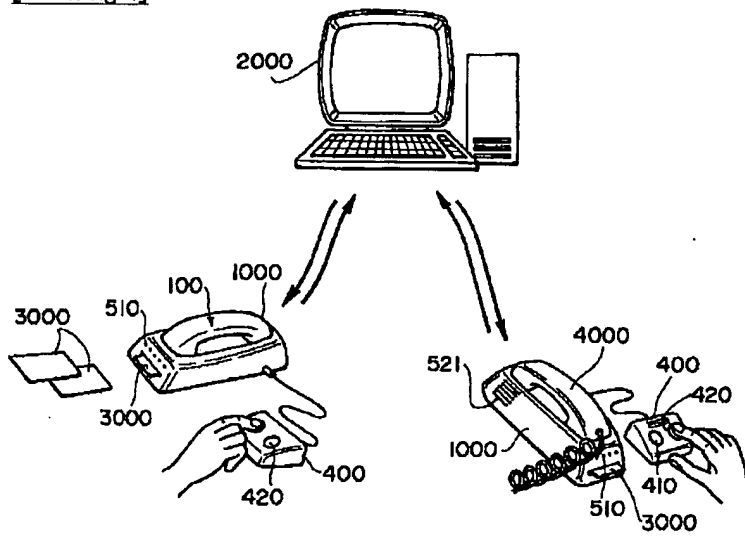
[Drawing 7]



[Drawing 2]

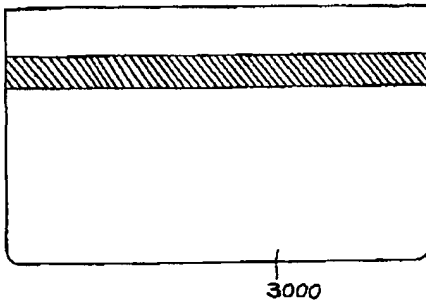


[Drawing 4]

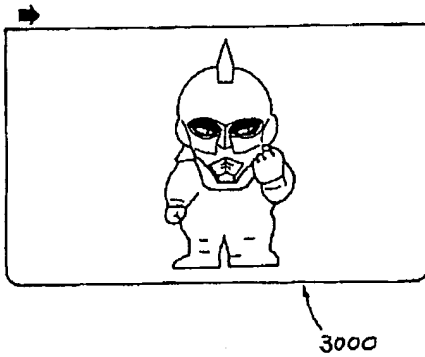


[Drawing 5]

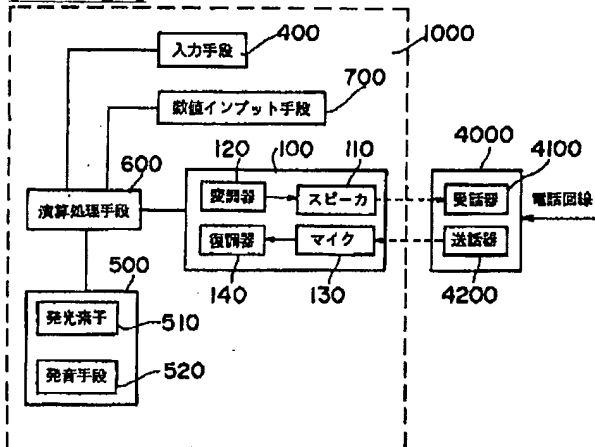
(a)



(b)



[Drawing 6]



[Translation done.]